```swift
import UIKit

// --- Comment

// var str = "Hello, playground"
//let value = arc4random_uniform(100)
//print("--> \(value)")

/*
 long comment goes here


 */



// --- Tuple

let coordinates = (4, 6)

let x = coordinates.0
let y = coordinates.1

let coordinatesNamed = (x: 2, y: 3)

let x2 = coordinatesNamed.x
let y2 = coordinatesNamed.y


let (x3, y3) = coordinatesNamed
x3
y3



// --- Boolean
```

```swift
let yes = true
let no = false

let isFourGreaterThanFive = 4 > 5

//if isFourGreaterThanFive {
//    print("---> 참")
//} else {
//    print("---> 거짓")
//}

//if 조건..... {
//    // 조건이 참인경우에 수행하는 코드를 여기다가..
//} else {
//    // 그렇지 않은 경우에 코드는 여기다가...
//}


let a = 5
let b = 10

//if a > b {
//    print("---> a가 크다")
//} else {
//    print("---> b가 크다")
//}


let name1 = "Jin"
let name2 = "Jason"

let isTwoNameSame = name1 == name2
```

```swift
//if isTwoNameSame {
//    print("---> 이름이 같다")
//} else {
//    print("---> 이름이 다르다")
//}


let isJason = name2 == "Jason"
let isMale = true

let jasonAndMale = isJason && isMale
let jasonOrMale = isJason || isMale



//let greetingMessage: String
//if isJason {
//    greetingMessage = "Hello Jason"
//} else {
//    greetingMessage = "Hello Somebody"
//}
//print("Msg: \(greetingMessage)")


let greetingMessage: String = isJason ? "Hello Jason" : "Hello
 Somebody"
print("Msg: \(greetingMessage)")


// ---- Scope


var hours = 50
let payPerHour = 10000
```

```
var salary = 0

if hours > 40 {
    let extraHours = hours - 40
    salary += extraHours * payPerHour * 2
    hours -= extraHours
}

salary += hours * payPerHour

//    print(hours)
```